Solo Rules
&
D20 Oracle

Written by: Curt Simcox

What Is Solo Roleplaying?

Solo roleplaying is a way to enjoy tabletop roleplaying games by yourself, without a Game Master or other players. You take on the role of the protagonist and guide the story using random tables, prompts, and decision-making tools, most importantly, what is known as an Oracle.

What Is an Oracle?

An Oracle is a tool that answers basic Yes/No questions and helps you determine how events unfold. It acts as your impartial Game Master adding surprise, uncertainty, and narrative twists. You ask it questions about the world, the Non-Player Characters, and what happens next, then roll to find out.

What You Need to Start

- A copy of **GATEWAY RPG** (*or any other Tabletop Roleplaying Game System*)
- A **Character Sheet**
- **Dice** (2 twenty-sided dice, at minimum)
- A **journal** or note-taking tool (physical or digital)
- **The Oracle Table** (see below)
- **Optional**: use other random tables for generating NPCs, locations, motivations, etc. (Some examples included in the back of this supplement, and others you can find from any other sources)

The Solo RPG Flow

Here's how a typical solo game session works:

1. Create a Character and Set the Stage

- **Follow GATEWAY RPG's character creation rules** (**Standard** or **Advanced Variant**).

  Important Note: Depending on how easy or challenging you want to start, feel free to add extra character Levels, Damage Values, and HP Values.

- **Write** a few sentences about the world, the setting, and your character's current situation.

- **Define your goal** or **starting mission**.
  - **Example:** "Track down the missing informant in Sector G."

2. Ask the World Questions

As the story unfolds, you'll run into moments of uncertainty:

- Is the warehouse locked?
- Do the guards notice me?
- Does the contact show up on time?

Ask these as **Yes/No questions** and **consult the Oracle** to guide the response.

3. Roll on the Oracle Table

Determine the likelihood of **Success/Failure** and **Roll Dice**

- When the outcome is **Neutral** or **Uncertain**—no clear reason it should be easier or harder. **Roll 1d20** by **Default**.
- When the outcome is **Likely to Succeed**, **Roll 2d20** and take the **Higher** result
  - **Examples**:
    - You have the advantage.
    - You are well-prepared or using the right tool.
    - The situation heavily favors you.
- When the outcome is **Likely to Fail**, **Roll 2d20** and take the **Lower** result
  - **Examples:**
    - You are in danger or pressed for time.
    - You are unprepared or outnumbered.
    - The odds are stacked against you.

4. Interpret the Result

Use the outcome in the Oracle Table on the next page to guide your story.

Oracle Table

d20 Roll	Outcome	Narrative Cue
1	**No, And (Negative Consequence)**	A disastrous failure that also causes a major consequence.
2–6	**No**	A simple failure: the action does not work.
7–10	**No, But (Minor Opportunity)**	A failure that comes with an unexpected opportunity or positive aspect.
11–14	**Yes, But (Minor Complication)**	A success that comes with a complicating factor or a minor drawback that must be navigated.
15–19	**Yes**	A clean, straightforward success that achieves the intended goal without hindrance.
20	**Yes, And (Positive Addition)**	An exceptional success that meets the goal and creates a new opportunity.

5. Play Out the Scene

Using the Oracle result, narrate what happens next. Use your imagination, character abilities, and the setting to guide your decisions. Write out what happens or speak it aloud to keep the immersion going.

6. Use Difficulty Class Rules

In between asking Yes/No Oracle questions, you can then use the **GATEWAY RPG** system's **Difficulty Class Rules** for **Skill Checks, Combat, Special Abilities, and Saving Throws** as needed.

Difficulty Class Scale

Difficulty	Dice Roll Scale
Simple	2 to 5
Easy	6 to 10
Moderate	11 to 15
Hard	16 to 19
Near Impossible	20+

Example Use in Play

Character: Axel Ryder P.I.

Background: Axel Ryder is a hard-bitten ex-corporate security operative who turned freelance detective in the neon-lit underbelly of Cyber City. After years of navigating corporate politics and high-tech espionage, he now dedicates his life to uncovering the truth behind shady deals. When military-grade technology goes missing from a closed government facility, Axel is drawn into a case loaded with betrayal, high stakes, and dangerous secrets.

Character Stats (GATEWAY RPG Standard Method):

- **Proficiency:** ***Wisdom Checks*** – Axel's keen eyes and relentless questioning give him an advantage when searching for clues or interrogating leads.
- **Deficiency:** ***Charisma Checks*** – His gruff nature means social interactions (like convincing or charming witnesses) carry a disadvantage.

Starting Mission: Axel's objective is to track down the stolen military tech and unravel the network of criminals behind the heist. His investigation begins in a grimy, rain-soaked district where the tech was last seen and where shadowy corporate agents also roam.

Step 1: Asking the World a Question

Axel needs to know if the facility he's about to investigate is under heavy surveillance, which is crucial for planning a stealthy approach. He formulates his first Oracle question:

- "Is the security system around the facility fully operational?"

Given that Cyber City is notorious for its high-tech security and that military tech is involved, the player decides it's highly likely that the cameras and sensors are active.

In this case, he opts to roll 2d20 and take the lower result (to simulate a disadvantage due to the high-security environment).

Step 2: Rolling the Dice for Security Check

The player rolls 2d20 and, due to the expected heavy surveillance, he selects the lower number. He rolls a 12.

- **Oracle Table Result**: 12 → Yes, But
- ***Interpretation****:* The system is indeed active, but there is an accompanying twist - a minor complication.
- **Narrative Outcome:** Axel peers through his night-vision goggles and confirms that the facility's cameras are online. However, a maintenance alert flickers on one of the feeds: one camera is in a temporary "loop" mode. This glitch offers a narrow window of opportunity, but it might also indicate that someone has tampered with the system recently. Axel jots down that detail, realizing it might be a double-edged clue.

Step 3: Interacting with the Informant

Axel knows he needs more information on bypassing the surveillance. He meets with a street informant who has a reputation for providing insider tips, despite a tendency to be overly cryptic (which plays to Axel's deficiency in interpersonal skills). Before making any commitments, the player asks his second Oracle question:

- "Does the informant have a reliable tip on how to exploit this camera glitch?"

- In this case, no extraordinary factors are tipping the odds either way, so the player rolls 1d20 by default.

Step 4: Rolling the Dice for Informant Tip

The player rolls 1d20 and rolls a 16.

- **Oracle Table Result**: 16 → Yes
- ***Interpretation:*** The informant's tip is straightforward, correct, and comes without complications.
- **Narrative Outcome:** The informant leans in across a flickering holo-screen at a rundown noodle bar in the back alleys. "I've seen that loop before," he whispers. "They are using an old maintenance override. Get close to the facade and a short-range jammer should do the trick. But keep your head low. Other eyes might be lurking."

Axel notes the tip: it's a clear course of action. He appreciates that this line of inquiry yielded unfiltered intelligence, even if his rough manner sometimes hampers smoother interactions.

Step 5. Playing Out the Scene

Now that Axel has gathered key information, he moves toward the facility under cover of darkness. Using his Wisdom Perception proficiency, he scopes out the building, identifies the malfunctioning camera, and prepares his short-range jammer.

The mixed results of his Oracle inquiries have shaped his plan:

- **Yes, But Outcome** on **Security**: The system is active, but a glitch offers a way even if it's a risky, unexpected element.

- **Yes Outcome** from **Informant**: Reliable intel on the override mechanism empowers him to act decisively.

As Axel navigates the dark corridors and neon reflections bouncing off wet pavement, every Oracle roll and clue he collects fuels the unfolding mystery.

His investigation is now set on a collision course with corporate espionage, shadowy operatives, and secrets that might change the course of his troubled city.

Step 6. Using Skill Checks and Narrative Flair

Throughout the session, the player can now use the core **GATEWAY RPG** rules for specific challenges:

- **Perception Check (Wisdom Proficiency)**: For example, if Axel searches for additional clues in the facility, he might roll a 2d20 and take the highest roll.

- **Persuasion Check (Charisma Deficiency)**: If he needs to persuade a wary guard or hack a conversation between corporate agents, he will roll 2d20 and take the lowest roll.

In either scenario, the Oracle may step in again if the outcome is uncertain, helping him decide if his approach is successful, or if complications arise.

Conclusion

Enjoy using these **Solo Rules** and the **D20 Oracle** with ***GATEWAY RPG*** or use them with **any** of your other favorite roleplaying games for even more immersive, unpredictable adventures.

Other Random Oracles:

NAME GENERATOR ORACLE

Roll a d100 on this table. The result provides the starting letter for a name. Roll twice for first and last name.

Roll	Letter
1-3	A
4-7	B
8-11	C
12-15	D
16-19	E
20-23	F
24-27	G
28-31	H
32-35	I
36-39	J
40-43	K
44-47	L
48-50	M
51-54	N
55-58	O
59-62	P
63-66	Q
67-70	R
71-74	S
75-78	T
79-82	U
83-86	V
87-90	W
91-94	X
95-97	Y
98-00	Z

PLAYER CHARACTER MOTIVATION / QUIRK

Roll a d100 on this table. This defines a core personality trait or deep-seated reason why the Player Character is driven to act.

Roll	Motivation / Quirk	Description Example
1-10	**The Idealist**	Driven by a strong moral code, seeks to protect the innocent and uphold justice regardless of cost.
11-20	**The Addict / Compulsive**	Must constantly seek risk, wealth, or a specific substance/power to satisfy a deep need.
21-30	**The Chronic Liar**	Has a habit of deceiving others, even allies, to simplify problems or avoid responsibility.
31-40	**The Lone Wolf**	Distrusts teams and prefers to work in isolation; reluctant to accept help.
41-50	**The Family Bond**	All actions are centered around protecting, finding, or avenging a specific relative or close friend.
51-60	**The Specialist**	Only feels comfortable operating within their narrow field of expertise; avoids tasks outside their comfort zone.
61-70	**The Reformer**	Seeks to change an oppressive system, faction, or law from within or by tearing it down.
71-80	**The Glory Seeker**	Needs public recognition and fame; often takes unnecessary risks to cement their legend.
81-90	**The Penitent**	Driven by guilt over a past failure, seeks redemption by undertaking dangerous or difficult tasks.
91-00	**The Pragmatist**	Highly practical and ruthless; focuses solely on the most efficient path to success, even if unethical.

MISSION TYPE / GOAL

Roll a d100 on this table. This defines the immediate objective of the adventure or quest the PC is currently undertaking.

Roll	Mission Type / Goal	Narrative Prompt
1-15	**Acquisition (The Heist)**	Steal, recover, or buy a specific, guarded object or data file.
16-30	**Infiltration (The Setup)**	Sneak into a secure location to place a device, gather information, or confirm an enemy's plans.
31-45	**Assassination / Capture (The Hunt)**	Find and neutralize a specific high-value target (kill, capture, or expose).
46-60	**Escort / Protection (The Bodyguard)**	Safely transport a person, valuable cargo, or sensitive information across dangerous territory.
61-70	**Negotiation (The Diplomacy)**	Arrange a truce, broker a deal, or resolve a tense conflict between two hostile parties.
71-80	**Exploration (The Survey)**	Chart an unknown region, survey a ruin, or investigate a recently discovered anomaly.
81-90	**Disaster Relief (The Rescue)**	Save trapped civilians, recover essential supplies, or stabilize an area after a major catastrophe.
91-00	**Sabotage (The Wrench)**	Disrupt enemy operations, destroy an important piece of infrastructure, or spread chaos/misinformation.

ADVENTURE STRUCTURE / TWIST

Roll a d100 on this table. This defines the overall structure or the major complicating factor that will shape the path of the adventure.

Roll	Structure / Twist	Structural Implication
1-15	**The Race**	The PC must complete the mission quickly because a rival or deadline is closing fast.
16-30	**The Hidden Patron**	The true person/group hiring or benefiting from the mission is not who they claim to be.
31-45	**False Flag**	The PC is framed for a major crime or failure that happened before the mission started.
46-60	**Shifting Objectives**	The mission's goal changes completely midway through due to new information or discovery.
61-70	**Closed Loop**	The beginning of the mission is directly tied to the end (e.g., the item they seek is their own item, stolen from the future/past).
71-80	**Trial by Combat**	The mission can only be resolved through a single, ritualized, or high-stakes confrontation.
81-90	**No-Win Scenario**	Success in the mission causes a consequence as bad as failure, forcing the PC to find a third option.
91-00	**The Deathtrap**	The goal location is inherently hostile (a maze, a collapsing structure, or a series of constant threats).

LOCATION AND WORLD ORACLES

LOCATION CONCEPT

Roll a d100 on this table. This defines a new area the character enters or a place they are seeking.

Roll	Location Concept	Atmosphere/Features
1-5	**The Crossroads**	A major intersection, hub, or place of decision. Highly trafficked but currently deserted.
6-10	**The Sanctuary**	A place of rest, security, or spiritual significance. It feels safe but maybe watched.
11-15	**The Ruins**	Broken down, forgotten, or destroyed. Evidence of a past conflict or disaster is everywhere.
16-20	**The Vault / Archives**	Dedicated to storing valuable knowledge, technology, or wealth. Highly secured.
21-25	**The Market / Exchange**	Crowded, chaotic, and temporary. A place to trade or find unusual goods and rumors.
26-30	**The Workshop / Lab**	Filled with specialized tools and half-finished projects. Focused on creation, innovation, or repair.
31-35	**The Outpost**	Remote, isolated, and utilitarian. Used for monitoring, surveying, or defense.
36-40	**The Nexus / Center**	The main administrative or political core of the region. Powerful figures are likely present.
41-45	**The Den / Hideaway**	Secret, cramped, and personalized. Used by a small group or individual for illicit purposes.
46-50	**The Barrier**	A difficult transition point: a mountain pass, a deep river, a border wall, or a debris field.
51-54	**The Tower**	A vertical, isolated structure used for observation, communication, or ritual.
55-58	**The Subterranean Core**	Underground passages, mines, sewers, or hidden tunnels. Dark, echoing, and confusing.
59-62	**The Citadel / Fortress**	Heavily fortified, designed for siege defense, controlled by a powerful entity.
63-66	**The Farm / Resource Field**	Dedicated to production (food, oil, crystal). Open, exposed, and valuable.
67-70	**The Wilderness Feature**	A cave system, dense forest grove, isolated island, or strange geological formation.
71-74	**The Transportation Hub**	A busy airport, docking station, space port, or ancient road junction. Constant movement.
75-78	**The Residence**	A specific home, manor, apartment, or shack. Focus on domestic life/personal secrets.
79-82	**The Temple / Holy Site**	Used for worship, meditation, or as a memorial. Quiet, solemn, and possibly enchanted.
83-86	**The Prison / Detention**	Designed to hold captives or dangerous objects. Confined, secure, and oppressive.
87-90	**The Battlefield**	Fresh or old evidence of a major conflict. Hazardous, often looted, and emotionally charged.
91-94	**The Portal / Gateway**	A fixed point that allows transit to another place, dimension, or time. Highly unstable.
95-00	**The Void / Abstract Space**	An unnatural, non-Euclidean, or purely magical/technological space. Confusing and disorienting.

ENVIRONMENTAL FEATURE

Roll a d100 on this table. Use this to quickly describe a unique or active element within a location to make it more evocative.

Roll	Feature / Focus	Setting Neutral Application
1-8	**Obvious Power Source**	A glowing reactor, a ritual altar, or a humming geothermal vent. A point of energy/magic.
9-16	**Difficult Terrain**	Loose rubble, deep sludge, thick electronic smog, or magical quicksand. Slows movement.
17-24	**Active Sensor / Alarm**	Automated detection system, magical runes, or tripwires. Requires caution to bypass.
25-32	**Unstable Surface**	Icy floor, collapsing scaffolding, cracked glass pavement, or floating debris. Dangerous to cross.
33-40	**Contrasting Element**	A single beautiful garden in a wasteland; a brightly lit server in a dark ruin.
41-48	**Source of Sound / Noise**	A rhythmic clang, echoing static, or faint, unidentifiable voices. Impacts stealth or concentration.
49-56	**Hidden Passage**	A secret door, a camouflaged air vent, a disguised teleportation circle.
57-64	**Temporary Shelter**	A quickly built barricade, a tent, a crashed vehicle, or a natural alcove.
65-72	**Signs of Struggle**	Scorch marks, overturned tables, bullet holes, or discarded weapons/magic components.
73-80	**Gravity / Density Anomaly**	Area has low gravity, thick atmosphere, or is difficult to move through.
81-88	**Contained Threat**	A locked cage with a beast, a sealed canister of toxins, or a magical artifact chained down.
89-96	**Running Liquid / Energy**	Flowing water, coolant, electricity in the walls, or uncontrolled magical energy channels.
97-00	**Mirage / Illusion**	The environment subtly shifts or presents false visual/auditory information.

EVENT & OPPORTUNITY

Roll a d100 on this table. Use this when you need a new conflict, an unexpected distraction, or a sudden opportunity to progress the story.

Roll	Event / Opportunity	Narrative Prompt
1-8	**A Valuable Item Lost**	Someone important has misplaced or dropped a critical item nearby.
9-16	**A System Failure**	Technology malfunctions, power cuts out, or a structure begins to collapse.
17-24	**A Timely Rescue**	The PC sees an individual (or group) in distress and has a chance to intervene.
25-32	**An Unlikely Alliance**	An NPC with opposing interests offers a temporary, high-risk partnership.
33-40	**The Authority Arrives**	Law enforcement, military, or a rival faction shows up and begins questioning people.
41-48	**A Clue Left Behind**	An antagonist has hastily abandoned a location, leaving behind a crucial piece of evidence.
49-56	**A Betrayal**	A known ally, partner, or contact suddenly reveals their true intentions.
57-64	**A Natural Phenomenon**	A sudden storm, seismic activity, or strange ecological event disrupts the area.
65-72	**A Distraction**	A minor incident (a fight, a fire, a street vendor's collapse) creates a momentary diversion.
73-80	**The Target Moves**	The subject of the current quest changes location or accelerates their schedule.
81-88	**An Unexpected Message**	The PC receives a coded warning, a desperate plea, or a new command.
89-96	**Conflict Escalates**	A minor disagreement or skirmish suddenly becomes a major, high-stakes fight.
97-00	**A New Discovery**	The PC finds a completely unexpected secret path, resource cache, or powerful artifact.

NPC ORACLES

NPC ROLE

Roll a d100 on this table. This table defines the NPC's primary function or position within their current social structure or environment.

Roll	Generic Role	Description Example
1-4	**Criminal/Outcast**	Operates outside the law; a fugitive, rogue, or banished person.
5-8	**Protector/Guard**	Sworn to defend a person, place, or ideal; a soldier, security expert, or bodyguard.
9-12	**Artisan/Performer**	Creates things or entertains others; a crafter, musician, artist, or storyteller.
13-16	**Laborer/Worker**	Engaged in heavy or common work; a farmer, miner, logger, or dockhand.
17-20	**Mercenary/Warrior**	Professional fighter; skilled in combat for hire or duty.
21-24	**Vagrant/Traveler**	Has no fixed abode; a wanderer, homeless person, or long-distance trader.
25-28	**Wilderness Expert**	Skilled in the natural world; a hunter, scout, forester, or forager.
29-32	**Spiritual/Mystic**	Connects with higher powers or hidden knowledge; a priest, sage, shaman, or medium.
33-36	**Maritime/Water-based**	A role tied to the sea or waterways; a sailor, fisher, or pirate.
37-40	**Seeker/Pilgrim**	Driven by a quest for truth, knowledge, or enlightenment.
41-44	**Infiltrator/Thief**	Specializes in stealth, lockpicking, and acquiring what is restricted.
45-48	**Adventurer**	Seeks danger and reward; an explorer or professional risk-taker.
49-52	**Leader/Influencer**	Commands others; a general, politician, gang boss, or socialite.
53-56	**Healer/Curer**	Dedicated to restoring health or mending damage; a doctor, medic, or caregiver.
57-60	**Scout/Guide**	Provides navigation and reconnaissance; a pathfinder or intelligence gatherer.
61-64	**Raider/Bandit**	Takes what they want through force or intimidation; a pillager or highwayman.
65-68	**Trader/Merchant**	Facilitates the exchange of goods and services; a buyer or seller.
69-72	**Academic/Scholar**	A person of learning; a researcher, historian, or teacher.
73-76	**Diplomat/Mediator**	Specializes in negotiation and resolving disputes.
77-80	**Agent/Spy**	Works undercover to gather information or sabotage.
81-84	**Servant/Assistant**	Loyal to a master, organization, or cause; a trusted aide or retainer.
85-88	**Engineer/Technician**	Understands and maintains complex machinery or structures.
89-92	**Clerical/Bureaucrat**	Manages records, laws, and official documents.
93-96	**Student/Apprentice**	Learning a trade or skill under a master.
97-00	**Specialist/Unique Role**	A highly specialized technician, collector, or political operative.

NPC GOAL

Roll a d100 on this table. This table defines the NPC's immediate or long-term objective.

Roll	Generic Goal	Description Example
1-5	**Acquisition of an Object**	Obtain a specific artifact, tool, or resource.
6-10	**Form an Agreement**	Negotiate a treaty, alliance, or binding contract.
11-15	**Seek a Truth**	Investigate a mystery, hidden fact, or historical detail.
16-20	**Pay a Debt**	Clear a financial, moral, or historical obligation.
21-25	**Harm a Rival**	Sabotage, injure, or otherwise undermine an opposing faction or person.
26-30	**Cure an Illness**	Heal a sick person, repair a structure, or fix an ecological problem.
31-35	**Find a Home**	Secure a permanent residence, base of operations, or sanctuary.
36-40	**Seize Power**	Take control of a group, institution, or region.
41-45	**Travel to a Place**	Complete a journey to a specific, often distant, location.
46-50	**Secure Provisions**	Find food, water, supplies, or critical ammunition.
51-55	**Protect a Secret**	Prevent critical information or knowledge from being revealed.
56-60	**Spread Faith/Belief**	Recruit followers or propagate a specific ideology.
61-65	**Enrich Themselves**	Focus purely on accumulating wealth or material possessions.
66-70	**Protect a Person**	Defend a specific individual from harm or capture.
71-75	**Advance Status**	Improve their social rank, title, or standing within a hierarchy.
76-80	**Defend a Place**	Stand firm against an invasion, attack, or siege.
81-85	**Fulfill a Duty**	Carry out a specific task assigned by an authority or moral code.
86-90	**Gain Knowledge**	Acquire skills, training, or restricted information.
91-95	**Find Redemption**	Atone for past sins or mistakes.
96-00	**Establish a Legacy**	Achieve fame, build a monument, or ensure their name is remembered.

NPC Descriptors

Roll a d100 on this table. This table defines a prominent personality trait, physical feature, or state of being for the NPC.

Roll	Descriptor	Roll	Descriptor
1-4	**Stoic**	51-54	**Critical**
5-8	**Attractive**	55-58	**Cautious**
9-12	**Passive**	59-62	**Resourceful**
13-16	**Aloof**	63-66	**Weary**
17-20	**Affectionate**	67-70	**Wounded**
21-24	**Generous**	71-74	**Anxious**
25-28	**Smug**	75-78	**Powerful**
29-32	**Armed**	79-82	**Athletic**
33-36	**Clever**	83-86	**Driven**
37-40	**Brave**	87-90	**Cruel**
41-44	**Ugly**	91-94	**Quiet**
45-48	**Sociable**	95-98	**Honest**
49-52	**Connected**	99-00	**Infamous**

NPC DISPOSITION & ENCOUNTER ROLE

Roll a d100 for Disposition and a separate d100 for Encounter Role. This table provides a more granular definition of a newly encountered NPC.

NPC DISPOSITION

Roll	Disposition	Suggested Mannerism
1-10	**Hostile**	Aggressive, judgmental, or openly threatening.
11-20	**Suspicious**	Cautious, evasive, refuses to give straight answers.
21-30	**Intimidated**	Nervous, stammering, easily convinced or bullied.
31-40	**Apathetic**	Indifferent, bored, only concerned with their own comfort.
41-50	**Distracted**	Focused on something else, keeps checking their timepiece or surroundings.
51-60	**Curious**	Asks many questions, stares openly, eager for information.
61-70	**Friendly**	Welcoming, offers small comforts, tries to establish rapport.
71-80	**Desperate**	Panicked, pleading, urgently needs help or a solution.
81-90	**Wary Ally**	Professional, willing to cooperate, but retains personal reservations.
91-00	**Overconfident**	Boastful, dismissive of the PC's efforts, believes they have the solution.

NPC ENCOUNTER ROLE

Roll	Role	Suggested Focus
1-10	**Scout / Informant**	Gathering intelligence or watching a location/person for a fee.
11-20	**Messenger / Herald**	Delivering written or verbal communication. The message itself might be the focus.
21-30	**Custodian / Caretaker**	Maintaining or protecting the area, the equipment, or a set of archives.
31-40	**Seeker / Collector**	Searching actively for a specific physical item or a piece of forgotten lore.
41-50	**Artisan / Specialist**	Working on a complex project; fixing a machine, creating a piece of art, or crafting a medicine.
51-60	**Refugee / Traveler**	Fleeing a bad situation; passing through; seeking a safe place to rest.
61-70	**Guard / Soldier**	Protecting a specific person, object, or perimeter as part of a larger force.
71-80	**Preacher / Idealist**	Attempting to spread a message, recruit new members, or enact a major social change.
81-90	**Rival / Competitor**	Working on the same objective as the PC but intends to claim the prize first.
91-00	**Servant / Dependent**	Tied to a specific, more powerful entity (NPC or organization) and acting on its behalf.

ITEM & TREASURE ORACLES

ITEM TYPE

Roll a d100 on this table. This defines the category or base function of a discovered object or reward.

Roll	Item Type	Description Example
1-10	**Weapon**	A tool of conflict: sword, laser rifle, specialized trap, or powerful staff.
11-20	**Armor / Shield**	Something providing physical or energetic protection, or a defensive field generator.
21-30	**Tool / Utility**	A piece of equipment used for a specific trade, survival, or problem-solving task (e.g., grappling hook, universal keycard).
31-40	**Artifact / Relic**	An item of extreme age or mystical/historical significance. Often unique or non-functional.
41-50	**Container / Storage**	A box, satchel, sealed vault, or specialized holding cell for other items.
51-60	**Information / Data**	A scroll, data chip, ancient map, encoded message, or a piece of crucial testimony.
61-70	**Currency / Wealth**	A large sum of money, precious gems, valuable resources, or a tradable security bond.
71-80	**Vehicle / Mount Component**	A specific part, upgrade, or critical piece of a larger transportation system.
81-90	**Consumable / Medicine**	A potion, single-use power cell, exotic foodstuff, or specialized field medic kit.
91-00	**Trinket / Curiosity**	A small, odd, or purely aesthetic object. It may have minor or hidden utility.

ITEM CONDITION / STATUS

Roll a d100 on this table. This describes the current state or physical condition of the item when found.

Roll	Condition / Status	Implication
1-15	**Pristine**	Flawless, new, or perfectly maintained. Works as intended (or better).
16-30	**Scratched / Worn**	Shows heavy use and minor cosmetic damage. Functional, but aesthetics are poor.
31-45	**Rusty / Obscured**	Covered in grime, corrosion, or dirt. Needs cleaning or restoration to be clearly identified.
46-60	**Damaged / Broken**	Cracked, bent, or has a clear mechanical failure. Requires repair before use.
61-70	**Enchanted / Glowing**	Radiates a visible aura, light, or strange energy. Clearly magical or highly technical.
71-80	**Stolen / Marked**	Bears the emblem of a known organization or faction, indicating illicit origin.
81-90	**Temporary / Depleted**	Clearly intended for single or limited use; its power or charge is nearly gone.
91-00	**Sealed / Locked**	Encased in ice, magically warded, or requires a key/code to open or access.

CREATURE & FACTION ORACLES

FACTION / ENEMY MOTIVATION

Roll a d100 on this table. This defines the driving need or goal of a group or primary antagonist.

Roll	Motivation	Description Example
1-10	**Conquest / Expansion**	Driven to seize territory, conquer settlements, or dominate a region.
11-20	**Survival / Desperation**	Needs resources, sanctuary, or medicine to prevent its own collapse or extinction.
21-30	**Ideological Purity**	Wants to enforce a strict belief system, purge non-believers, or adhere to ancient laws.
31-40	**Revenge / Retribution**	Seeking vengeance for a past wrong committed against their group or leader.
41-50	**Hoarding / Isolation**	Gathers wealth, knowledge, or technology purely to keep it locked away from others.
51-60	**Scientific / Magical Study**	Focused on experimental research, often with disregard for others' safety.
61-70	**Defense of Homeland**	Fiercely protects a specific location, species, or traditional way of life.
71-80	**Exploration / Discovery**	Driven to find new worlds, hidden ruins, or unknown knowledge.
81-90	**Fame / Recognition**	Seeks glory, public praise, or political power through high-profile actions.
91-00	**Chaos / Destruction**	Acts purely to cause disorder, break systems, or revel in anarchy.

CREATURE / OPPONENT QUIRK

Roll a d100 on this table. This provides a unique combat or behavioral trait for an individual creature or opponent.

Roll	Quirk	Suggested Application
1-15	**Overly Aggressive**	Ignores tactics and allies; focuses on closing the distance and direct attack.
16-30	**Stealth Specialist**	Moves silently and uses environment to hide; prefers ambush or hit-and-run tactics.
31-45	**Regenerative**	Recovers from damage quickly; must be utterly destroyed to be stopped.
46-60	**Elemental Weakness**	Immune to common damage types but suffers massive damage from a specific element (e.g., fire, sonic).
61-75	**Loot Obsession**	Driven to protect or recover a single valuable item; may ignore the PCs if the item is threatened elsewhere.
76-90	**Mimicry / Adaptation**	Can copy an opponent's abilities, appearance, or voice after a period of observation.
91-00	**Hypnotic Presence**	Affects the minds of observers, causing fear, fascination, or confusion on sight.

WORLD DETAIL & LORE ORACLES

LORE & SECRET DISCOVERY

Roll a d100 on this table. This defines the nature of a historical secret or hidden truth the player uncovers.

Roll	Discovery Type	Narrative Implication
1-10	**Lost Technology**	Finding the plans, remnants, or knowledge of an advanced, forgotten invention.
11-20	**Ancient Prophecy**	Uncovering a cryptic prediction about the current age, a character, or a major future event.
21-30	**Hidden Weakness**	Learning a critical vulnerability of a major enemy, monster, or structure.
31-40	**True Identity**	Revealing that a known figure (ally or enemy) is actually someone else, or of a different species/origin.
41-50	**Contradictory History**	Finding evidence that a major historical event or accepted truth is a complete lie.
51-60	**Secretive Mastermind**	Discovering the existence of a subtle, higher power manipulating current events.
61-70	**Dimensional Instability**	Learning that the fabric of reality in the region is compromised, leading to strange occurrences.
71-80	**Cursed Lineage**	Uncovering a supernatural curse or genetic flaw afflicting a family, bloodline, or species.
81-90	**Alternate Location**	Finding directions or a map to a parallel dimension, pocket reality, or previously unknown area.
91-00	**Forbidden Ritual**	Learning a dark, dangerous sequence of actions that grants great power but has a terrible cost.

ENVIRONMENT MOOD / AMBIENCE

Roll a d100 on this table. This sets the emotional tone or sensory experience of the current scene or area.

Roll	Mood / Ambience	Sensory Detail
1-10	**Tense / Ominous**	The air is heavy; sounds are muffled; a feeling of being watched.
11-20	**Melancholy / Sad**	A sense of deep loss and lingering regret; the place feels abandoned and weep worn.
21-30	**Vibrant / Energetic**	Bright colors, chaotic activity, constant movement, and loud, joyous sounds.
31-40	**Silent / Still**	An unnatural, absolute quiet. No wind, no birds, no machinery working.
41-50	**Oppressive / Suffocating**	Difficulty breathing, low light, dense heat or overwhelming cold, feeling trapped.
51-60	**Ethereal / Dreamlike**	Colors bleed together; sounds echo strangely; objects seem to shimmer or shift slightly.
61-70	**Toxic / Corrupt**	The air smells foul; plants are warped; the ground is discolored or slick with residue.
71-80	**Warm / Welcoming**	Pleasant smells (food, woodsmoke); soft lighting; comfortable temperature.
81-90	**Frenzied / Chaotic**	Panic, shouting, rapid uncoordinated movement; things breaking; high energy danger.
91-00	**Boring / Mundane**	Nothing special; perfectly ordinary in every detail; quiet, regular traffic, routine noise.

CHALLENGE ORACLES

CHALLENGE TYPE

Roll a d100 on this table. This defines the nature of the immediate obstacle the player must overcome.

Roll	Challenge Type	Description Example
1-15	**Physical Obstacle**	A wall, locked door, collapsed tunnel, or dangerous chasm must be bypassed.
16-30	**Combat Encounter**	An enemy (or group) must be defeated, captured, or driven off.
31-45	**Social Conflict**	An NPC must be persuaded, lied to, intimidated, or charmed to give information/passage.
46-60	**Puzzle / Riddle**	A device or question requires logic, knowledge, or specific steps to unlock.
61-70	**Environmental Hazard**	Dealing with a natural or technical threat like a blizzard, radiation leak, or poison gas.
71-80	**Tracking / Searching**	Following faint clues to find a hidden person or item before a deadline.
81-90	**Maintenance / Repair**	A critical machine, vehicle, or magical component is broken and must be fixed under pressure.
91-00	**Test of Morality**	A choice that forces the PC to sacrifice a goal, resource, or person for the greater good (or their own benefit).

CONSEQUENCE / PLOT TWIST

Roll a d100 on this table. Use this when a check succeeds, fails, or when a major event concludes to determine the immediate fallout.

Roll	Consequence / Twist	Impact on the Story
1-15	**Unexpected Resource**	The PC gains an extra item, ally, or critical piece of information they were not seeking.
16-30	**Enemy Escalation**	The primary enemy is now stronger, better informed, or has gained a powerful new resource.
31-45	**New Location Revealed**	The challenge success/failure opens up a previously hidden route or area of interest.
46-60	**Innocent Harmed**	An unrelated NPC or bystander is accidentally or intentionally injured or killed.
61-70	**Time Constraint**	A countdown or deadline (literal or metaphorical) has started for the next objective.
71-80	**Reputation Shift**	The PC's standing with a major faction or the general public changes significantly (better or worse).
81-90	**Physical Damage Taken**	The PC or their equipment suffers direct damage, injury, or loss of resources.
91-00	**Reverse Alignment**	An ally switches to becoming an enemy (or vice versa) due to the event's outcome.

GATEWAY RPG – SOLO Character Sheet

Character Name: _____

Level: _____ Race or Species: _____

Class or Archetype Description:

Background or Backstory Description:

Strength (STR)

____ Athletics Check
____ Melee Attack
____ Strength Saving Throws

Dexterity (DEX)

____ Turn Order(Initiative Check)
____ Acrobatics Check
____ Sleight of Hand Check
____ Piloting (Land, Sea, Air, Mech)
____ Lock Picking
____ Stealth Check
____ Hide Check
____ Ranged Attack
____ Dexterity Saving Throws (AC)

Constitution (CON)

____ Constitution Saving Throws (HP)

Intelligence (INT)

___ Arcana Check
___ History Check
___ Streetwise
___ Investigation Check
___ Computer Use
___ Nature Check
___ Religion Check
___ Saving Throws

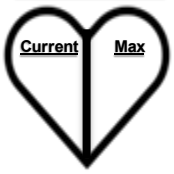
Wisdom (WIS)

____ Animal Handling Check
____ Insight Check
____ Medicine Check
____ Perception Check
____ Survival Check
____ Casting Magic/Superpower
____ Wisdom Saving Throws

Charisma (CHA)

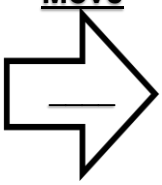
____ Deception Check
____ Deception Check
____ Intimidation Check
____ Performance Check
____ Persuasion Check
____ Charisma Saving Throws

Hit Points



Armor Class

Move



Weapons:

Special Abilities:

Items:

Currency: _____

Notes:

Oracle Table

d20 Roll	Outcome	Narrative Cue
1	**No, And (Negative Consequence)**	A disastrous failure that also causes a major consequence.
2–6	**No**	A simple failure: the action does not work.
7–10	**No, But (Minor Opportunity)**	A failure that comes with an unexpected opportunity or silver lining.
11–14	**Yes, But (Minor Complication)**	A success that comes with a complicating factor or a minor drawback that must be navigated.
15–19	**Yes**	A clean, straightforward success that achieves the intended goal without hindrance.
20	**Yes, And (Positive Addition)**	An exceptional success that meets the goal and creates a new opportunity.

Difficulty Class Scale

Difficulty	Dice Roll Scale
Simple	2 to 5
Easy	6 to 10
Moderate	11 to 15
Hard	16 to 19
Near Impossible	20+

Actions per Turn:

- **One Movement Action**
- **One Primary Action**
- **One Bonus Action**